

LOADING:

To load, hold down **SHIFT** and press **RUN/STOP**. Press **PLAY** on your cassette recorder and the programme will load automatically. (*The programme is recorded on both sides of the tape. In case of difficulty, turn the tape over, rewind to the beginning and load again.*)

CONTROLS:

Player 1 — Joystick in **Port 1**.

Player 2 — Joystick in **Port 2**.

Joystick Up/Down to select battle zone (either player). **Fire** to start.

GAME:

Furious battles ensue as you try to outwit your opponent in this two player, tank versus tank, battle simulation. Cunning, fast reactions and accurate shooting are all needed if you want to blast your opponent out of the game — Joysticks in? Zone selected? Let battle commence!

This programme and artwork are the copyright of Atlantis Software Limited. Copying, hiring, lending or public performance is prohibited.

If you have written a good programme and would like to discuss marketing, please write to:

Atlantis Software Limited
28 Station Road, London SE25 5AG

COMMODORE
64/128

BATTLE-FIELD

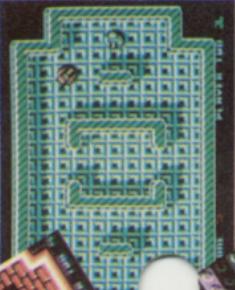
COMMODORE
64/128

BATTLEFIELD



AT 115

COMMONDORE 64
SCREEN SHOTS



ACTION
VERS
PLAYERS
REQUIRED
SUPERB
QUALITY

'Kill or be killed' as you fight your way through the 4 different battle zones. Cunning, fast reactions and accurate shooting are all needed if you want to beat your opponent in this 2 player, tank versus tank, battle simulation.

ATLANTIS